

## Claims

1. An electronic game card comprising controller means and one or more communication means, all contained within a planar card having three or more sides, and wherein the communication means further include means for allowing communications between adjacent cards when two cards are placed close to each other, with one side of each card opposite a side of the other card.
2. The electronic game card according to claim 1, wherein the card is shaped so as to allow stacking cards in a bi-directional pattern.
3. The electronic game card according to claim 1, wherein the card is shaped as a planar triangle, square, pentagon or hexagon.
4. The electronic game card according to claim 1, further including a user input means.
5. The electronic game card according to claim 4, wherein the user input means include push buttons, a keyboard or keypad or a combination thereof.
6. The electronic game card according to claim 1, further including a user output means.
7. The electronic game card according to claim 6, wherein the user output means include sound generating means.
8. The electronic game card according to claim 7, wherein the sound generating means include a loudspeaker or a piezoelectric device.
9. The electronic game card according to claim 6, wherein the user output means include Light Emitting Diodes (LEDs), LED matrix or Liquid Crystal Display (LCD).
10. An electronic card game comprising a plurality of stackable cards located on a bi-directional pattern adjacent to each other, wherein each card includes controller means and one or more communication means, and wherein one of the cards is a master cards

each card and to activate output means in each card according to rules of the games stored therein, and the rest of the cards are slave cards storing each a personality code.

11. The electronic card game according to claim 10, wherein each slave card comprises a generic base, a detachable thin cover card and means for reading the detachable thin cover card code.

12. The electronic card game according to claim 11, wherein each detachable thin cover card contains both a graphic description and a corresponding electronic (coded) description thereof.

13. The electronic card game according to claim 10, wherein each slave contains an unique personality code.

14. An electronic card game method comprising:

- a. defining the number of participants in the game, to include one participant or more; setting up the game, wherein each participant locates his/her cards on a flat surface, adjacent to each other;
- b. performing a setup procedure, wherein game parameters are set up, including various values such as the number of players; automatically recognizing the game configuration by communications between the connected cards in the game;
- c. detecting any addition of a new card and automatically responding by acknowledging it, revising the game parameters and proceeding to the next player;
- d. allowing each player to enter his/her input into the game, in their turn, and responding accordingly;
- e. setting and updating individual parameters for each card, during the game, according to the game rules;
- f. allowing each player, after each round in the game and according to the rules of the game as stored in the master card, to add cards, replace cards or activate dead cards;
- g. distinguishing between card additions during setup versus additions between rounds, and activating different routines in each case;
- h. updating the parameters of the game responsive to a topology of the game, the topology comprising a location of the cards relative to each other;
- i. finishing the game when only cards belonging to one player remain

active in the game, or when the Master Card is "captured" by one of the players, or when all the player's cards become inactive, and according to criteria for game end stored in the system;

j. activating various sound and/or visual effects responsive to player's actions, and wherein such effects include concurrent activation of display means in a plurality of cards or a concurrent generation of sounds in various cards.

15. The electronic card game method according to claim 14, further distinguishing between card additions during setup versus additions between rounds, and activating different routines in each case, wherein in the former case the parameters in all the cards are set to their default values, whereas in the latter case only the additional cards are set to their default values, and wherein a card being reactivated returns to its last known state, with its corresponding values.

16. The electronic card game method according to claim 14, further updating parameters of the game responsive to a topology of the game, wherein the parameters affected by the topology may include the game speed, the routines activated, the relative performance of characters.

17. The electronic card game method according to claim 14, wherein building a maze, with each player has part of a maze in the cards, and by adding them to the game he/she can enable routes or block routes for the opponent, or move a card to another location.